

HEAVYOCITY

DAMAGE DRUM KIT

SURVIVAL GUIDE

NOT YOUR NORMAL DRUM KIT

Welcome to the Damage Drum Kit—a massive sounding premium hard rock and metal kit. Each drum and cymbal were hand selected for a level of percussive aggression that Heavyocity demands and delivers.

This collection of kicks (2), snares (3), toms (4), and a myriad of pristine cymbals were chosen for their incredibly high quality and naturally-explosive character. They have been meticulously recorded and supercharged with Heavyocity's signature signal chain. The Damage Drum Kit equips you with over 450 sources, housed in the powerful Damage 2 engine, offering a lethal drum set along with an inspiring collection of 288 Organic, Hybrid, and Damaged loops. With three workflow options – the Drum Ensemble Designer, Drum Kit Designer, and Drum Loop Designer – this is a truly modern take on crushing beat and groove production. It's epic. It's punchy. It's aggressive. Experience the only drum kit capable of inflicting the kind of DAMAGE your tracks deserve.



This guide should serve as a starting point to familiarize you with the featuresets of the Damage Drum Kit and its three instrument types. For more helpful videos, including a Content Overview, Demo Walkthrough, Preset Playthrough, and other tips/tricks visit the Heavyocity YouTube channel.

- The Heavyocity Team

INTRODUCTION: THE INSTRUMENT TYPES

Damage Drum Kit consists of the Drum Ensemble Designer, Drum Kit Designer and Drum Loop Designer. Each NKI type comes stock with a variety of snapshots to get you going (there's 60 in all). The Drum Ensemble and Drum Loop Designers have 15 and 20 snapshots respectively; they're great starting places to inspire your quest for beat creation. The Kit Designer has 25 snapshots on offer in Organic and Damaged styles. Now a bit more about each NKI:



The **Drum Ensemble Designer** is suited for both menu and performance-type beat creation. Browse seven categories of for drum and cymbal options. Dial in the perfect mix of five discrete global mic channels (close, overhead, room, hall, and crush). Use the stage for fine tuning positioning and depth of the individual sources. Assign convincingly realistic performances to any source to assist in the beat creation process. Finally, don't forget to subject your sound to the iconic PUNISH effect, now with three distinct intensities. 15 specially curated snapshots provide a wealth of options for maximizing creativity while streamlining your productivity!

The **Drum Kit Designer** is a producer's playground, and is designed to integrate with Maschine and MPC-type control schemes. Sixteen pads map in a basic general MIDI (or custom) format with an accompanying master mixer (with pan/solo/mute) for quick tweaking. Each individual pad offers much deep per-source customization with a 4-slot channel strip of assignable effects. A global Master FX section puts this beatmaking beast over the top. 25 kit snapshots come stylized in both Organic and Damaged categories! These kits go to 11, and beyond!

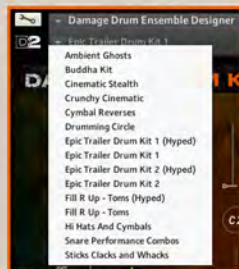


The **Drum Loop Designer** comes loaded with 288 tempo-synced loops covering Organic, Hybrid, and Damaged groove styles in both straight and triplet meters. By combining low, mid, and high loop stems, generating distinctively original beats is quick and painless. Transitional reverses help to add polish and accents to the looped material. In addition, recomposing loops by changing the start times and loop points is a breeze. The Drum Loop Designer also features both a stutter feature and a powerful per-loop effect send matrix, allowing for radical FX tweaking on the fly. When you're under a massive time crunch with looming deadlines, the Drum Loop Designer offers creative ease, inspiration, and 20 snapshots to get your ideas off the ground!

DAMAGE DRUM KIT: SNAPSHOT STRUCTURE AND KEY MAPPING

Damage Drum Kit snapshots were designed to maximize efficiency and deliver you exactly what you need. The 3 NKI instrument types incorporate intuitive key-mapping structures. Both the **Drum Ensemble Designer** and **Drum Loop Designer** utilize banks (each bank covering a single octave) of sources/loops. The Kit Designer has 16 dedicated pads corresponding to sources mapped to MIDI keys. A bit more info on each type:

The **Drum Ensemble Designer** presents 15 presets to get you rolling with performance based beat building. Snapshots, while custom mapped over the 3 playable octaves, generally follow an intuitive layout for creating realistic drum



grooves. There are 2 main “Epic” trailer style drum kits, for in-your-face, punchy beats, and each offers a “hyped” version for even more impact! When you need to dial it back a bit, load other drum-type kits that are stylized to more ambient and cinematic needs. In addition to these essential foundational options, there’s also a smattering of menu-based snapshots for more specific needs, whether it be drum fill elements or hi-hats and cymbals to round out a groove.

Drum Kit Designer snapshots, as previously mentioned, have been divided into Organic and Damaged



presets, each with a host of hard-hitting beatmaking kits. The key mapping is set up on the interface with pads, MIDI-



mapped from C1 to D#2 (16 sources, identical to Maschine, MPC, etc).

Drum Loop Designer snapshots are organized by straight and triplet folders, each contains 3 groove styles: Organic, Hybrid, and Damaged. In addition, there are several “All-Star” presets that combine the groove styles



in unique and fun ways. Banks of loops are mapped from C2 to B4 (three banks in total). An additional bank of tempo-synce reverses is mapped from C5 to B5. The designer keys (C1 to B1) allow loops to be stacked from the three individual loop banks (C2-B4). A set of five keys on the bottom of the preset (F0, G0, A0, B0) create interesting stutter effects of loops playing back in real time.

Now that you’re a bit more familiar with the Damage Drum Kit instrument types and preset structures, let’s dive deeper into the individual interfaces and their respective workflow options.

DAMAGE DRUM KIT: DRUM ENSEMBLE DESIGNER

STAGE OVERVIEW

Click on the **STAGE** button to engage it; you'll see a single octave of sounds on the **STAGE** corresponding to **BANKS** (I, II, III), depending on which source/bank is selected. **FOLLOW MIDI** changes the current **BANK** displayed on the **STAGE** to the last MIDI key/bank played. Turning off the stage centers the depth of all sources uniformly, but retains panning of individual sources in the stereo field. **STAGE DEPTH** "handles" (on the right side) quickly change the wet/dry depth dimensions of the stage (allowing you to shift sounds further forward or back quickly). Beneath the stage are quick-access controls for both individual **DRUM** settings and global **MIX** microphone channel levels.

HELPFUL CLICK/DRAW OPTIONS FOR STAGE:

Option-Click(Mac)/Alt-Click(PC) on an empty stage spot to randomize all sources in that **BANK**

Command-Click(Mac)/Control-Click(PC) on individual source to return it to center stage

Option+Command-Click(Mac)/Control+Alt-Click(PC): Returns all sources of **BANK** to center stage

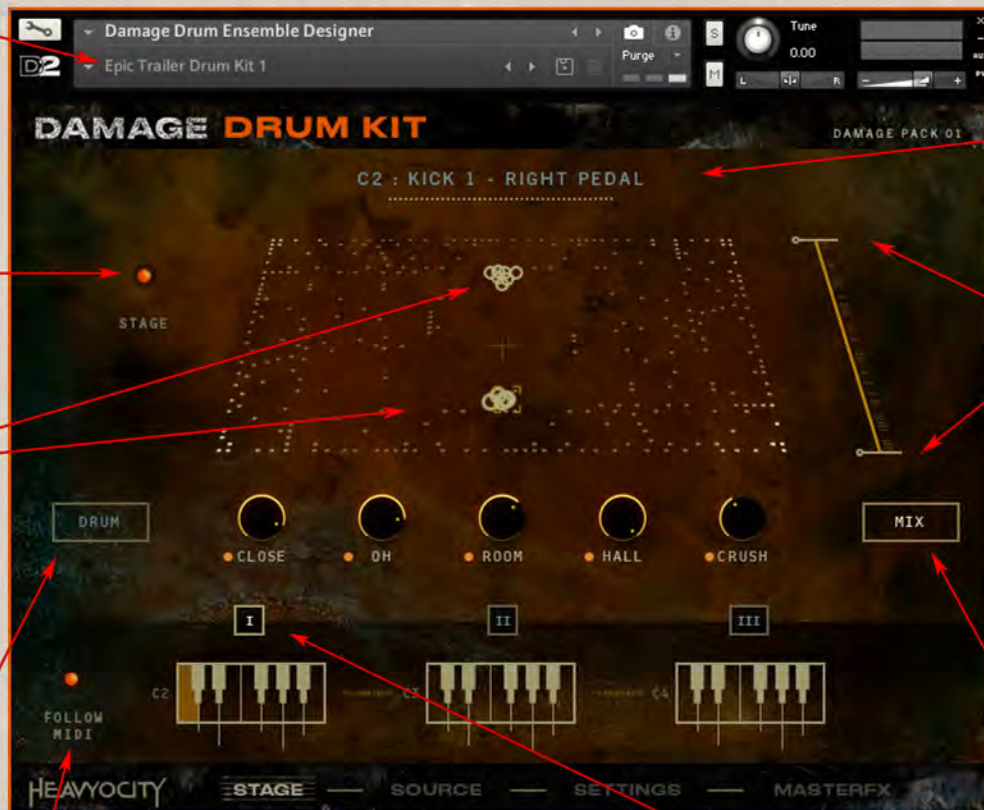
Option-Click(Mac)/Shift+Control-Click(PC): Moves all sources of displayed **BANK** together on stage

SNAPSHOT MENU

Select a desired snapshot preset (automatic load)

STAGE
Power On/Off

SOURCES
Click+Drag
move sources
around stage



CURRENT SELECTED SOURCE

STAGE DEPTH
Click+Drag
handles adjust
depth of stage

FOLLOW MIDI
Source selection
via MIDI keyboard

BANKS (I/II/III) C2-B4:
Display each individual set of
sources on stage when selected.

DRUM SETTINGS

INDIVIDUAL SOURCE PARAMETERS

VOLUME: Individual source level
TUNE: Individual tuning of source
TONE LOW: Low-end EQ of individual source
TONE HI: High-end EQ of individual source
ATTACK: Attack time of individual source
RELEASE: Decay time after note release

MIX SETTINGS

GLOBAL MICROPHONE CHANNELS

CLOSE: Close microphone channel level
OVERHEAD: Near overhead channel level
ROOM: Room microphone channel level
HALL: Hall microphone channel level
CRUSH: Compressed aggressive channel level
Orange power buttons toggle channels on/off

****NOTE:** Single sources mapped to multiple locations utilize the **SAME DRUM SETTINGS** between them.**

DAMAGE DRUM KIT: DRUM ENSEMBLE DESIGNER

SOURCE OVERVIEW

Heavyocity has created pre-made **BANKS** for easy loading. Select up to 36 sources loading by either **BANKS** of 12 sources on an octave, or map individual **DRUM** sources to single keys. To start, Click on a desired **CATEGORY** (there are seven) and then select **BANK** (pre-made 12 source sets) or **DRUM** (a single source). Banks/sources appear in the center. Scroll down the list for audition and selection, then load by dragging to the vertical keybed on the right ("DROP SAMPLES HERE"). A blue pull-down menu in the upper right of the center list refines the sources within a category. Clicking on a source reveals its description beneath the list. **BANK** selections populate an entire octave, while **DRUM** selections load onto a single key slot. If you like a source, click the hollow dot directly to the its left (it will turn red) and add it to your **FAVORITES**.

HELPFUL CLICK/DRAG LOADING OPTION FOR SOURCE LOADING:

Command-drag/drop(Mac)/Control(PC)-drag/drop populates an entire bank with a single source with MIDI performance keys enabled

The screenshot shows the 'Damage Drum Ensemble Designer' software interface. The title bar indicates 'Damage Drum Ensemble Designer' and 'Epic Trailer Drum Kit 1'. The main window has a dark theme with orange and white text. On the left, a 'CATEGORY' list includes KICK DRUMS, SNARE DRUMS, TOMS, HI-HAT, CYMBALS, PERCUSSION, REVERSES, and FAVORITES. The 'BANK/DRUM' section shows a list of sources like 'KICK 1 - RIGHT PEDAL', 'KICK 1 (HYPED) - RIGHT PEDAL', etc. A 'DROP SAMPLES HERE' area on the right shows a vertical keybed with notes C2, B2, C3, B3, C4, B4. At the bottom, there are three piano roll views labeled I, II, and III. Annotations with red arrows point to various UI elements: 'CATEGORY' points to the category list; 'BANK/DRUM' points to the source list; 'FAVORITES' points to the hollow dot next to a source; 'PREVIEW' points to the 'FOLLOW MIDI' button; 'FOLLOW MIDI' points to the 'FOLLOW MIDI' button; 'CLICK TO REVEAL SOURCE LOCATION' points to the source description; 'BANKS (I/II/III):' points to the piano roll views; 'DRUM MENU' points to the menu pull-down; 'MIDI BANK (I/II/III)' points to the vertical keybed; 'ARROWS' points to the top and bottom arrows on the keybed; and 'CURRENT SOURCE' points to the top and bottom arrows on the keybed.

CATEGORY
Click desired source type

BANK/DRUM
Banks load 12, Drums load 1

FAVORITES
Click on **HOLLOW DOT** to add source to favorites list

PREVIEW
Plays sample of selected source

FOLLOW MIDI
Source selection via MIDI keyboard

CLICK TO REVEAL SOURCE LOCATION

BANKS (I/II/III):
Toggles current bank active for source loading

DRUM MENU
Click the menu pull-down for refined listings

MIDI BANK (I/II/III)
Drag and drop sources on desired keyslots

Bank I (C2-B2)
Bank II (C3-B3)
Bank III (C4-B4)

ARROWS
Top and bottom change current **BANK** for loading

CURRENT SOURCE
Top and bottom change current **BANK** for loading

ENSEMBLE DESIGNER SOURCE CATEGORIES (all sources have normal and HYPED versions):

KICK DRUMS: 2 unique Kicks, each with Right/Left Pedal, and 2 hyped versions.

SNARE DRUMS: 3 snare drums, match gripped, captured with a variety of articulations.

TOMS: 4 monstrous toms, captured match gripped.

HI-HAT: Multiple degrees of tightness with tip/butt of stick, as well as other cool adds!

CYMBALS: 4 crashes (2 left/2 right), a China Type, a Splash, and a Ride.

PERCUSSION: Stick clicks, Cowbell and.....MORE Cowbell!

TRANSITIONS: Reverses, all tempo-synced in different beat increments.

• **FAVORITES:** Mark your favorite sources, and they'll show up here!

DAMAGE DRUM KIT: DRUM ENSEMBLE DESIGNER

SETTINGS OVERVIEW

Global and per-source parameters provide efficient snapshot and source tweaking here. Straight-forward global options include a central **VELOCITY CURVE** graph for fine tuning MIDI controller performance, **ROUND ROBIN** (on/off), **VELOCITY RANDOMIZATION** (on/off), **VOICE CANCELLING** (on/off), and CC assignable **MIDI VELOCITY** (for using an external source to control MIDI dynamics). The individual source options consist of the **PER-DRUM CONTROL** (this mirrors the **DRUM** parameters on the **STAGE** page) and the **PERFORMANCE** section.

The **PERFORMANCE** section features highly-customizable flams, patterns, flourishes, crescendos, swells, and rolls that save the valuable time and effort it takes to perform and edit them manually. More information on each performance type is provided on the following page.

The screenshot shows the 'Damage Drum Ensemble Designer' interface. At the top, there's a title bar with 'Damage Drum Ensemble Designer' and 'Epic Trailer Drum Kit 1'. Below this, the main interface is divided into several sections. On the left, there's a 'GLOBAL' section with 'ROUND ROBIN' and 'VEL RANDOM' buttons. In the center, there's a 'VELOCITY CURVE' graph. To the right of the graph, there's a 'CC#' dropdown set to '1', and 'MIDI VEL' and 'VOICE CANCEL' buttons. Below the 'GLOBAL' section, there's a 'PER-DRUM CONTROL' section with 'TUNE', 'ATK / REL', 'VOL', 'TONE LOW', and 'TONE HI' controls. To the right of this, there's a 'PERFORMANCE' section with buttons for 'CRESC', 'SWELL', 'FLAM', 'ROLL', 'REPEAT', 'COPY', and 'PASTE'. Below the 'PER-DRUM CONTROL' section, there's a 'FOLLOW MIDI' button and three piano roll displays labeled 'C2', 'C3', and 'C4'. At the bottom, there's a 'BANKS (I/II/III)' section with three piano roll displays labeled 'I', 'II', and 'III'. The interface also has a bottom navigation bar with 'STAGE', 'SOURCE', 'SETTINGS', and 'MASTERFX' tabs.

VELOCITY RANDOMIZATION
On/Off

ROUND ROBIN
On/Off

CURRENT SOURCE
Indicates source currently being edited with **PER-DRUM CONTROL** and **PERFORMANCE**

PER-DRUM CONTROLS
Identical to the **DRUM** controls on **STAGE** page

FOLLOW MIDI
Source selection via MIDI keyboard

VELOCITY CURVE
Set min/max MIDI velocity (vertical sliders) and curve slope (horizontal slider)

VOICE CANCEL
Cuts down MIDI polyphony

MIDI VELOCITY
Select MIDI CC and engage MIDI VEL to control velocity dynamics

PERFORMANCE (on/off)
Assignable per-key MIDI performances

BANKS (I/II/III):
Selected current bank and source being edited

Refer to the following page for more detail on each specific **PERFORMANCE** type.

DAMAGE DRUM KIT: DRUM ENSEMBLE DESIGNER

SETTINGS - PERFORMANCE TYPES

Per-key flams, patterns, flourishes, swells, and rolls are effortless thanks to five **PERFORMANCE** types. Use uniformly-similar control sets to easily dial in your desired performances. Use **COPY/PASTE** to apply **PERFORMANCE** settings to multiple sources/keys. Alt/Apple Click **PASTE** to assign the current copied performance onto ALL sources in that bank. The per-source power button turns on each **PERFORMANCE**.

FLAM



FLAM - Dial in that perfect grace note

AMOUNT: Strength of the flam (bipolar)

RATE: How tight the flam is played

RANDOM (TIME): Tightness of performance

RANDOM (VELOCITY): Consistency of hits

REPEATER



REPEATER - Patterns, Flourishes and MUCH! MORE!

RATE: Selects straight/triplet note value

LENGTH: Selects number of hits (2-9)

LOOP: Loops playback of hits/accents

ACCENT: Up/Down/First/Last/Modwheel

AMOUNT: How much accent type there is

RANDOM (TIME): Tightness of performance

RANDOM (VELOCITY): Consistency of hits

CRESCENDO



CRESCENDO - Usher in that perfect downbeat

LENGTH: 1/8, 1/4, 1/2, 1/1, 2/1

RATE: Speed of the drum hits

AMOUNT: How much it swells (bipolar)

RANDOM (TIME): Tightness of performance

RANDOM (VELOCITY): Consistency of hits

SWELL



SWELL - Great transitional tools or FX

LENGTH: 1/8, 1/4, 1/2, 1/1, 2/1

RATE: Speed of drum hits

AMOUNT: How much it swells (bipolar)

RANDOM (TIME): Tightness of performance

RANDOM (VELOCITY): Consistency of hits

ROLL



ROLL - Simple control options for dynamic rolls

Select **VELOCITY/MODWHEEL/EXPRESSION**

preference to control drum roll dynamics

RATE: How fast the roll strokes are played

RANDOM (TIME): Tightness of performance

RANDOM (VELOCITY): Consistency of hits

DAMAGE DRUM KIT: DRUM ENSEMBLE DESIGNER

MASTER FX OVERVIEW

The **MASTER FX** provides global mastering and polishing with seven timbral/spatial effects. **FX MODULES** run chained together in a sequence (like a channel strip), and can be arranged in any order to suit your taste (simply click and drag on individual effects to re-order them). Each **FX MODULE** can be turned on or off with the power button directly above its respective slot. The highlight of the effects chain is the central **PUNISH** knob. Combining compression and saturation, **PUNISH** adds either a subtle warmth and punch when used modestly, or it can completely decimate, producing highly-aggressive tones when pushed to the limit. Choose from three intensity levels of **PUNISH**, and adjust the **RESPONSE** and **TONE** to dial in your sound. The **MASTER FX** page is identical across the three instrument types in Damage 2; please refer back to this page for both the Kit Designer and Loop Designer.



Click on individual **FX MODULES** (**PUNISH** controls are above) to reveal their respective parameters on the lower third for editing/tweaking

FX MODULES in the signal chain:

- EQ:** Fine-tune the top and bottom with three selectable **FREQUENCY** bands, each with individual **GAIN**
- FILTER:** Choose one of eight discrete types (LP, HP, etc.), and dial in appropriate **FREQUENCY** and **RESONANCE**
- COMPRESSION:** **FEEDBACK** or **BUS** compression with controls for **THRESHOLD**, **RATIO**, **ATTACK**, **DECAY**, and **MAKEUP**
- SATURATION:** Add subtle grit or distortion by adjusting the **DRIVE**, **WARMTH**, **ROLLOFF**, and **OUTPUT**
- DELAY:** **MODERN** or **VINTAGE** types with controls for **TIME**, **FEEDBACK**, **TONE**, **QUALITY**, and **LEVEL**
- REVERB:** **PLATE**, **ROOM**, or **HALL** types with controls to adjust **PRE-DELAY**, **SIZE**, **TONE LO**, **TONE HI**, and **MIX**

****THE MASTER FX PAGE IS IDENTICAL ACROSS THE THREE INSTRUMENT TYPES****

DAMAGE DRUM KIT: DRUM KIT DESIGNER

MIX OVERVIEW

The **DRUM KIT DESIGNER** is a beatmaking powerhouse with 16 drum sources, MIDI-mapped from C1 to D#2. Two sets of eight pads fill the bottom third of the interface for source selection/editing (turn on **MIDI FOLLOW** on the lower-left to enable pad selection via MIDI). While any source can be mapped to any pad/MIDI key, the snapshots tend to follow a general MIDI format common to Maschine (NI) and MPC-type controllers. Up top, make quick mix level and panning adjustments (with individual solo/mute for isolating sounds) to balance playback of the kit. Beneath the **MIX** and **PAN** sliders, an **OUTPUT** assignment box is clickable for routing pads to individual outputs if desired. Everything is defaulted to main out.

Below the mixing section is a per-pad, 4-slot effect chain (a channel strip). Click the arrow on any slot to reveal the pull-down menu of assignable effects; each effect carries its own set of parameters to edit. More detail on the chain and effect types listed below.



4-SLOT EFFECT CHAIN (PER-PAD CHANNEL STRIPS) - DIAL IN EACH INDIVIDUAL SOUND

Signal flows from top to bottom, and FX slots can be swapped by clicking and dragging them into a different position. Clicking on an Individual slot brings up that effect's parameters on the right. Orange power buttons toggle each effect on/off. Use **COPY** and **PASTE** (directly to the left of the effects chain) to copy that pad's chain to another pad. The available effects for use are:

- COMPRESSOR:** Bus and Feedback style compression with **ATTACK**, **RELEASE**, **THRESHOLD**, **RATIO**, and **MIX**
- TRANSIENT:** Manipulate the attack/punch of the sound with **INPUT**, **ATTACK**, **SUSTAIN**, and **OUTPUT**
- EQ:** SHELF and BELL types with controls for **LOW GAIN**, **MID GAIN**, **MID FREQUENCY**, **MID Q**, and **HIGH GAIN**
- FILTER:** **LOW** and **HIGH** pass types with control over **CUTOFF**, **RESO**, **ENV AMOUNT**, **ATTACK**, and **DECAY**
- OVERDRIVE:** Make it dirty with **SOFT** and **HARD** types with **DRIVE**, **HIGH BOOST**, **LOW BOOST**, and **OUTPUT**
- MODULATOR:** Choose either **PHASER** or **FLANGER** and control **SPEED**, **INTENSITY**, **COLOR**, **WIDTH**, and **MIX**
- DELAY:** **MODERN** and **VINTAGE** types with **TIME**, **FEEDBACK**, **COLOR**, **QUALITY**, and **MIX**
- REVERB:** **PLATE** and **ROOM** types with control over **PRE-DELAY**, **SIZE**, **LOW GAIN**, **HIGH GAIN**, and **MIX**

DAMAGE DRUM KIT: DRUM KIT DESIGNER

SOURCE OVERVIEW

The concept of source loading for the Drum Kit Designer is very similar to that of the Drum Ensemble Designer. A total of 16 sources can be loaded onto 16 pads (MIDI mapped C1-D#2). Click on a desired **CATEGORY** (there are nine in total). Available sources appear in the central, scrolling list for selection and loading onto the 16 pads on the right (beneath **"DROP SAMPLES HERE"**). Once a source has been loaded, it will display in the center list with parentheses, indicating that it's being used (**sources cannot occupy more than one pad simultaneously**). The blue pull-down menu on the upper-right hand corner of the center list refines searchable sources within the current category. Clicking on a source reveals its description beneath the list. If you like a source, click the hollow dot on the left (the dot will turn red) and it will be added to the **FAVORITES** for quick access.

CATEGORY
Click desired source type

FAVORITES
Click on **HOLLOW DOT** to add source to favorites list

PREVIEW
Plays sample of selected source

MIX levels

TYPE MENU
Click the menu pull-down for refined listings

MIDI PADS (C1-D#2)
Drag and drop sources on desired pads/key slots

SWITCH PAD SET
Click on flanking arrows or bottom dot to swap set (Set I: C1-G1 Set II: G#1-D#2)

The interface shows a top toolbar with 'Purge' and 'Tune' controls. The main area is divided into three sections: 'CATEGORY' on the left with a list including Kick Drums, Snare Drums, Toms, Hi-Hat, Cymbals, Percussion, Reverses, and Favorites; a central 'TYPE' list with various hi-hat articulations; and a 'DROP SAMPLES HERE' grid of 16 MIDI pads. A 'MIX' section at the bottom features volume faders for each pad. Annotations with red arrows point to these specific UI elements.

DRUM DESIGNER SOURCE CATEGORIES:

- KICK DRUMS:** 2 unique Kicks, each with Right/Left Pedal; normal and hyped versions
- SNARE DRUMS:** 3 snare drums, match gripped, captured with in a variety of articulations
- TOMS:** 4 monstrous toms, captured match gripped, both normal and hyped.
- HI-HAT:** Multiple degrees of tightness with tip/butt of stick, as well as other cool adds!
- CYMBALS:** 4 crashes (2 left/2 right), a China Type, a Splash, and a Ride
- PERCUSSION:** Stick clicks, Cowbell and.....MORE Cowbell!
- TRANSITIONS:** Reverses, all tempo-synced in different beat increments
- **FAVORITES:** Mark your favorite sources, and they'll show up here!

DAMAGE DRUM KIT: DRUM KIT DESIGNER

SETTINGS OVERVIEW

All per-source parameters exist here to provide deep, sound-shaping options. To be clear: Every mapped source allows for independent control over **ALL** parameter settings. This includes the **MIC POSITION MIX** levels (**CLOSE**, **OVERHEAD**, **ROOM**, **HALL**, and **CRUSH**) and master mix levels, the 4-slot effect chain (also accessible from the **MIX** page), the **SOUND** controls (**SOURCE START**, **TUNE**, **VELOCITY SENSITIVITY**), and **SHAPE** tools (**ATTACK**, **DECAY**, **RELEASE**). Toggle controls for **CHOKE** (killing playback of a source) and **ROUND-ROBIN** (multi-sampled source) can be used when and where desired to add more variation to the sample playback (single shot sounds will automatically render the **ROUND-ROBIN** off).

The screenshot shows the 'Damage Drum Kit Designer' interface for 'ORG - Aggressive Puncher'. The interface is divided into several sections: 'WAVEFORM DISPLAY', 'TUNE (+/-)', 'VELOCITY SENSITIVITY', 'SOUND', 'SHAPE', 'MIX', and 'PADS (C1-D#2)'. Annotations with red arrows point to various controls:

- WAVEFORM DISPLAY**: Points to the waveform display area.
- TUNE (+/-)**: Points to the 'TUNE' knob.
- VELOCITY SENSITIVITY**: Points to the 'VEL SENS' knob.
- SOURCE START OFFSET**: Points to the 'SOURCE START' knob.
- PAN**: Points to the 'PAN' knob.
- MIC POSITION MIX (CLOSE, ROOM, HALL, LFE, CRUSH)**: Points to the 'MIX' section, specifically the 'CLOSE', 'OH', 'ROOM', 'HALL', and 'CRUSH' knobs.
- SHAPE (ATTACK/DECAY/RELEASE)**: Points to the 'SHAPE' section, specifically the 'ATK', 'DCY', and 'REL' knobs.
- PAD MIDI NOTE ASSIGNMENT**: Points to the 'MIDI NOTE: C1' display.
- Reassign MIDI key or stack MIDI location of existing PADS**: Points to the 'LEARN' button.
- ROUND-ROBIN**: Points to the 'RR' toggle.
- CHOKE**: Points to the 'CHOKE' toggle.
- CHOKE (on/off) cuts off playback when another pad is played**: Points to the 'CHOKE' toggle.
- PER-PAD EFFECT CHAIN**: Points to the 'EFFECT CHAIN' section, specifically the 'COMPRESSION', 'TRANSIENT', 'EQ', and 'REVERB' knobs.
- (same 4-slot effect chain displayed on the MIX page)**: Points to the 'EFFECT CHAIN' section.
- FOLLOW MIDI PAD/SOURCE selection via MIDI keyboard**: Points to the 'MIDI FOLLOW' button.
- PADS (C1-D#2):**: Points to the 'PADS (C1-D#2)' section.
- Click on any pad to edit its individual source**: Points to the 'PADS (C1-D#2)' section.

DAMAGE DRUM KIT: DRUM LOOP DESIGNER

LOOP OVERVIEW

The **LOOP** page displays the loops playing back in both the waveform display up top and down below on the keybeds. Thirty-six loops are mapped from C2 to B4 (each octave represents a **BANK** of 12 individual loop sources, similar to the format in the Drum Ensemble Designer). The current loop displayed has edit controls beneath the waveform display (**VOLUME**, **PAN**, **TUNE**, **SPEED**, **SEND**). In addition, controls for **LOOP START**, **LOOP START SLICE**, and **LOOP END SLICE** for that loop can be adjusted to re-compose the playback. Twelve **DESIGNER** keys (C1-B1) allow multiple loop playback from the three banks (explained below in more detail). **STUTTER** keys (F0, G0, A0, B0) correspond to 1/8th, 1/16th, 32nd, and 64th note slice-stuttering on playback when triggered; releasing the stutter keys will resume playback of the loop without losing sync. Tempo-synce reverses in different beat increments are mapped from C5 to B5 and are good for accenting parts of loops on the fly.

SNAPSHOT PRESETS

LOOP START

Click and drag to change start of loop playback

LOOP START SLICE

Click and drag to move beginning of loop cycle

LOOP SETTINGS

Explained below

STUTTER KEYS

(F0, G0, A0, B0)

Tempo-synced stutters in realtime

STR/TRP

toggles meter



CURRENT SELECTED LOOP

LOOP END SLICE

Click and drag to adjust the ending loop point

LOOP BANKS (C2-B4)

Bank 1 (C2-B2)

Bank 2 (C3-B3)

Bank4 (C4-B4)

TRANSITIONS

(C5-B5)

Hits and swells to add more drama!

DESIGNER KEYS: BUILDING CUSTOM LOOP STACKS

MIDI trigger or manually click on a desired **DESIGNER KEY** (C1-B1). The highlighted keys above represent which loops are stacked for playback. Loops can be added and removed from the stacks by clicking on the keys manually, or clicking **LEARN** enables loops to assign via MIDI controller. Once you are happy with the stacks, be sure to disable **LEARN** to prevent changing the assigned loops. One loop per bank can be assigned per designer key. **RANDOM** will roll the dice and assign random loops to the currently-selected **DESIGNER KEY**.

LOOP SETTING PARAMETERS

VOLUME: Adjust individual loop level to sit better amongst other loops

PAN: Place the loop in a specific spot in the stereo field

TUNE: Individual loop tuning (+/- 24 semi-tones)

SPEED: Alter individual loop playback speed to half time or double time and more

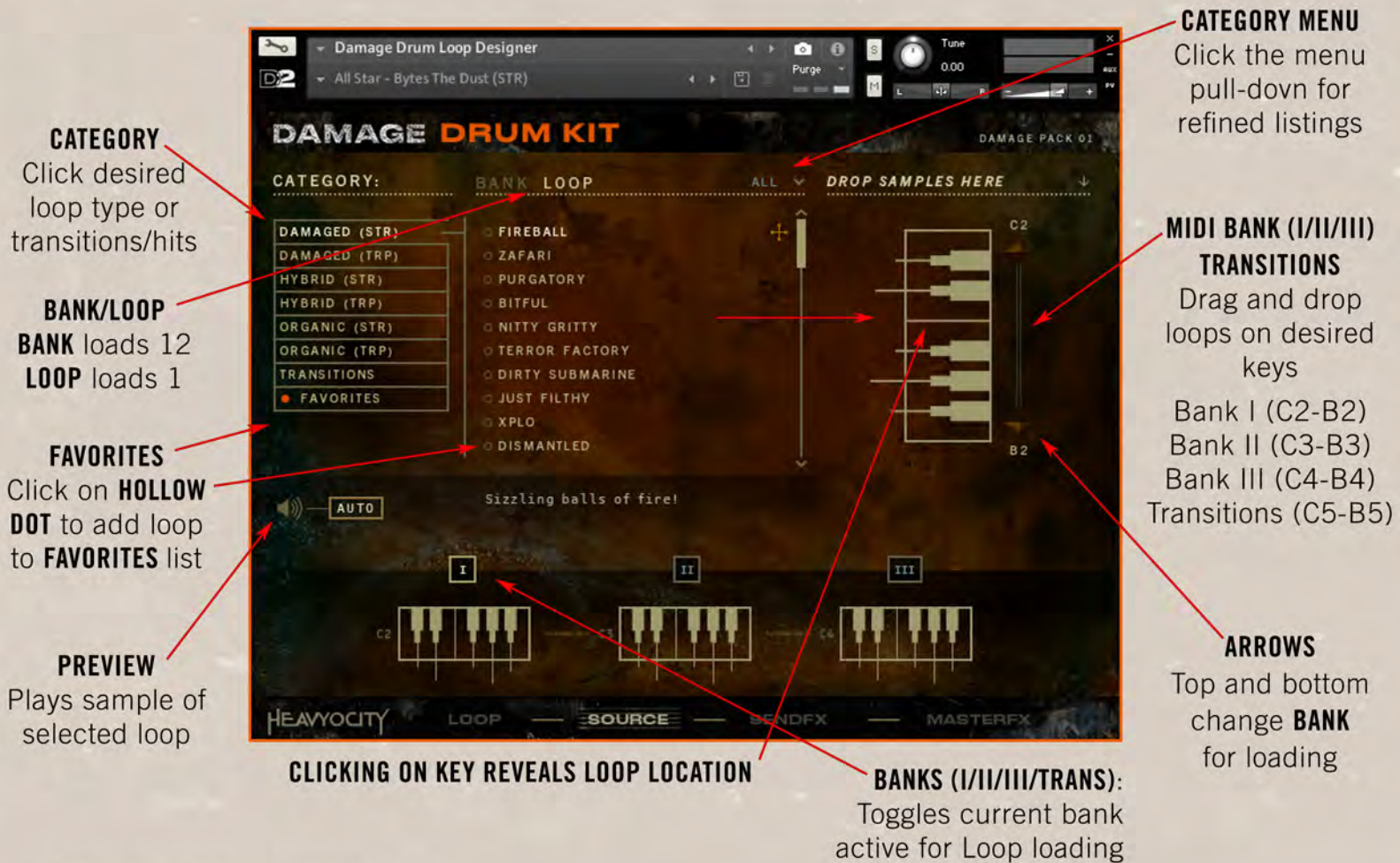
SEND: Amount of signal sent from an individual loop to the **SEND FX**

DAMAGE DRUM KIT: DRUM LOOP DESIGNER

SOURCE OVERVIEW

A total of 36 loops can be loaded individually or by bank (from C2 to B4; each bank represents a single octave). Click on a desired **CATEGORY** and either **BANK** (sets of 12 organized loops) or **LOOP** (single loops). Available banks/loops appear in the central, scrolling list for selection and loading onto the vertical key-bed on the right ("DROP SAMPLES HERE"). The blue pull-down menu on the top right side of the center list refines searchable loops within each category. Clicking on a loop reveals its description beneath the list. A preview can be heard by clicking on the speaker directly below the categories.

In addition to the three octaves of loops (C2-B4), **TRANSITIONS** (the final category) can be loaded on the top octave (C5-B5). Clicking on the hollow dot directly to the left of a loop turns it red and adds it to the **FAVORITES** category.



DRUM LOOP DESIGNER CATEGORIES:

D2 offers three distinct loop categories, detailed below. Each style delivers 12 full loops, with breakouts of the loops into 4 stems (full mix, low stem, mid stem, high stem). This allows for a seemingly endless combination of mixing and matching elements to create unique new grooves.

DAMAGED (Straight/Triplet): Aggressive, punchy, and often dirty beats. Helmets optional.

HYBRID (Straight/Triplet): More experimental, effected grooves geared toward modern scoring.

ORGANIC (Straight/Triplet): More traditional, heavy hitting drum grooves with a rock edge.

TRANSITIONS: Tempo-synced reverses in different beat increments.

• **FAVORITES:** Select your favorite loops and they'll show up here for you to find more easily.

DAMAGE DRUM KIT: DRUM LOOP DESIGNER

SEND FX OVERVIEW

The **SEND FX** page is home to a 4-slot effect chain for real-time effect modulation of the loops. Timbral and spatial effects, outlined below, allow for interesting results, depending how the effects are combined - from spacey to aggressive and distorted, almost anything is possible. The center **MASTER SEND FX KNOB** determines how much overall signal is being fed to the effect chain (this is directly dependent on how much **SEND** is assigned from individual loops...**SEND** is last parameter under the loop waveform display found on the **LOOP** page). For more interesting results the **MASTER FX KNOB** can be automated. Click the **OPEN MOD** button to bring up an advanced page (outlined on following page). Not all the loops need or should be sent to the **SEND FX**. For example, all the low loops could have no send for a drier playback, but mid and high loops could have send effects turned up to give upper register frequency ranges a more spatial/ambient quality.



LOADING UP THE SEND FX CHAIN

Drag and drop any of the **TIMBRAL** or **SPATIAL** effect modules onto any of the four center effect slots. Clicking on any of the four slots will bring up that effect's parameters to edit. The four slots can be clicked and dragged to rearrange in any order. The individual effects can be toggled on and off by the orange power buttons directly above the effect slots.

TIMBRAL EFFECTS:

COMPRESSOR (threshold, ratio, attack, makeup)
LO-FI (bits, sample rate, drive, tone)
FILTER CLEAN (HP cut, HP reso, LP cut, LP reso)
FILTER DIRTY (cutoff, resonance, LP/HP, drive)
MODULATOR (rate, depth, character, mix)
DISTORTION (drive, tone low, tone high, out)

SPATIAL EFFECTS:

TEMPO-SYNCD DELAY (time, feedback, tone, mix)
DELAY (MS) (time, feedback, tone, mix)
GATER (rate, depth, shape, width)
REVERB PLATE (pre-delay, size, color, mix)
REVERB HALL (pre-delay, size, color, mix)
REVERSE REVERB (pre-delay, size, color, mix)

DAMAGE DRUM KIT: DRUM LOOP DESIGNER

SEND FX ADV MODULATION OVERVIEW

The **SEND FX** advanced page introduces controls to automate the send level of the **MASTER SEND FX** knob in realtime. Think of it as a way to choreograph your effects rhythmically. To do this, turn on the center **STEP SEQUENCE TABLE**. To the right of the table determine meter (**STR/TRP**), the number of **STEPS**, the **PERFORMANCE** type, and the **RATE** of playback. To the left of the table set a desired **RANGE** (the amount of modulation, which will be indicated by a yellow glowing ring that appears inside the **MASTER SEND FX** knob when turned up, see below). Then determine the **SMOOTHING** amount (a higher value irons out jumps between steps for smoother knob automation). Next, create a pattern in the sequence table by selecting one of five wave types directly below or drawing your own. Depending on the **SEND FX** level of the individual loops, the automation will adjust the send according to the step sequence values as they playback.

SEQUENCE TABLE

POWER
Turns table
On/Off

SMOOTHING
Amount of
smoothing
between steps

RANGE
Determines
amount of
modulation;
depicted by
glowing ring

**MODULATION
INDICATOR**
Tick mark
indicator of
current value of
MASTER SEND FX

CLOSE ADV PAGE

STR/TRIP
Toggles between
straight or triplet
note values

TABLE SETTINGS

TABLE WAVEFORMS
Menus to quickly
draw preset waves
into the sequence
table

